Play Styles

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Play Styles & Options

The following rules may be adopted to configure your game in a unique way. Each of the HEXplore It Volumes are like an adventuring toolbox, so feel free to experiment with the system to find other fun and unique ways to play.

Double Up - This version of play presents adaptations to power up your heroes more quickly.

Here are the changes you'll adopt for the Double Up game:

1. Each time you gain a ● ◆ ▲ Rune, gain another Rune of a random type.
2. Each time you gain Gold (including at the beginning of the game), gain twice the amount.
3. The group gains a **Crypt Key** and the **Reins of Telgimere** (a Monastery item) before play.
4. If there are 3 or more heroes, place 3 Collectors randomly before play begins.

Quick Play - This version of play is for beginners. It offers reduced play time and is great for families as well.

Refer to Double Up changes (shown at left) and add the following:

1. Begin the game on Starter Difficulty instead of Easy.
2. The group begins play with 12 **Gear Upgrades** instead of 6, and is not limited on how to distribute them.
3. The group begins play with 1 random ● ◆ ▲ Rune (not affected by the Double Up increase).
4. Power Up cards are drawn and applied to all heroes as a group instead of individually.
5. Before the game begins, draw 3 Power Ups. Each hero gains their bonus.

Multiple Heroes - If you'd like to create two heroes and play both, check with the other players to see if they mind. If the group agrees to this style of play, any player can play two heroes at once.

These changes may be used to quicken play during this style:

1. During the Skill phase, roll Skill dice once and apply the results to each hero you are controlling.
2. When drawing Power Ups, draw once and apply the card results to each hero you are controlling.

One Player – There are two ways to play using this style. The first is as Multiple Heroes. This is the easier option and requires no special rule changes. You will treat the game as if it were a two player game.

The second way to play the one player game is to do so with only one hero. Please note that not every hero will be a good fit for the One Hero game.

If you find this play style is too difficult with the hero of your choice, try using the HEXclusive Roles found in the Expansion or by combining this play style with the Double Up play style (see page 5).

Here are the changes you'll adopt for the One Player / One Hero game:

1. Begin the game with 2 **Sovereign Elixirs** along with the other starting items.
2. During the Declaration phase of combat you may choose to spend 1 Energy to perform the Defend action at half rank and take another action simultaneously. You may still only use one item per turn.
3. When rolling Skill dice (only Skill dice) to attempt an Investigation, roll twice and apply the best result.

Marathon – Playing the marathon version prolongs the game, but also gives you the opportunity to interact with more game content.

Here are the changes you'll adopt for the Marathon game:

1. The group must accomplish at least three of the following tasks before facing Noctis:
   - Face at least 6 Bosses.
   - Complete at least 10 Investigations.
   - Gain at least 16 Runes (of any type).
   - Place at least 12 Dungeon Tiles or all 10 map HEXtiles.
   - At least 12 Encounters must be placed in the Encounter Discard pile.
2. Mirza Noctis will not initiate combat with the group when the Blood Pool reaches 100. Instead, he initiates combat with the group during the Villain phase each Game Turn when the Game Difficulty is increased to Epic.
3. The Blood Pool may increase above 100. For every 20 Blood over 100, increase the Game Difficulty by 1.
4. Each time one of the tasks listed above is completed, increase the Game Difficulty by 1.
5. The group may only face Mirza Noctis on Epic difficulty to win this game.

Splitting Groups – This version of play presents adaptations to allow the heroes to split up into groups. The Merchant Role (from Volume III: The Sands of Shurax) makes use of these rules, but they can be used in a broader fashion to break the heroes into 2 or 3 independently moving groups. Please note that this play style is only advisable for advanced players.

Here are the changes you'll adopt for the Splitting Up game:

1. Heroes may split into 2 or 3 individual groups (more than 3 groups is not recommended).
2. Each group should be represented by a miniature or token of your choice.
3. Each group plays each phase of their Game Turn, one phase at a time, until all groups have finished their Event phase.
4. The Villain phase is played only once, after all groups have completed their Event phase. Villain Action modifiers do not stack for each group. Apply the worst Villain Action modifier from all groups.
5. Group Rewards are shared by all players, regardless of where the groups are on the map.
6. Single Rewards are divvied only to those in the group who gained them.
7. Group items (like ● ◆ ▲ Runes or any group currency) are always shared, regardless of where the groups are on the map.
8. When purchasing Group items, the cost is reflective of all heroes in the game.
9. If combat (or another group event) is triggered for one group, the other group(s) cannot participate. Any effects that count the number of heroes count only the heroes participating in that event.
10. Items, Gold, and Food may only be used or traded by heroes in the same group.
11. Treasures (or other unique items) are not duplicated when groups split. They are held by only one hero, and benefit only that hero's group until reunited.

Bounty Hunter – This version of play allows players to focus on Bounties and Boss hunting. This playstyle is high risk, high reward, for experienced players who want a focused game.

Here are the changes you'll adopt for the Bounty Hunter game:

1. Search the ☼ Day and ☾ Night decks for each Bounty card and shuffle them into decks of their own (one Day and one Night, do not mix ☼ Day and ☾ Night Bounty cards). Set these two new Bounty decks aside.
2. Slots 1 and 2 on each bar are considered to be "Bounty Slots" and are refilled only from their respective Bounty deck. Slots 3 and 4 are refilled normally, from the original Circumstance deck.
3. Place your beginning cards and shuffle any Interrupt Bounties drawn back into their deck, per normal rules.
4. Bounties Slots may not be discarded. When a Bounty Slot is completed, refill it with a new Bounty drawn from the applicable deck.
5. Each time you vanquish a Boss ☠, you may Camp in that location the next Game Turn to **Heal** the group to full Vitals.
6. Every second Bounty you complete, the group gains the next Treasure drawn from the deck of your choice. Reshuffle any other cards drawn back into their deck.

Blighted Lairs -

This version of play modifies the random, single-hex, Boss locations shown on the map, turning them into larger (multi-hex) Boss Lairs.

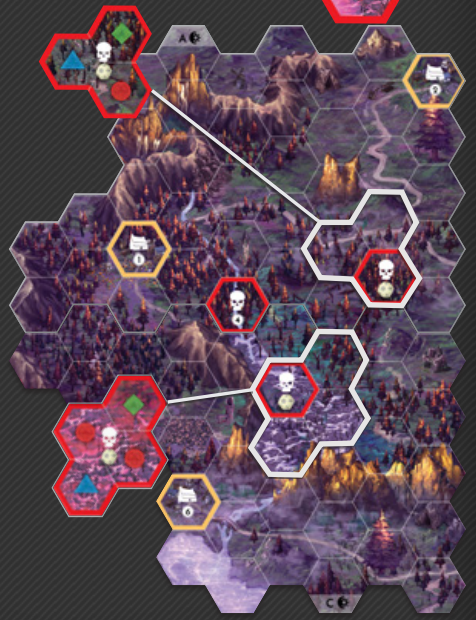
You'll place smaller map pieces on top of those locations, creating a dangerous region under the control of a random Boss. Your heroes must clear the entire Lair before they face that controlling Boss.

Once you defeat the Boss, the Blighted Lair is cleared, and it is removed from the map. Blighted Lairs only apply to Random Boss locations (Boss locations showing the Moon die icon), and not to numbered Boss locations.

Here are the changes you'll adopt for games using Blighted Lairs:

1. Locate the Blighted Lair map pieces and set them aside. There are 4 three-hex tiles and 6 four-hex tiles. See right.
2. At the beginning of the game, after you set up the map and the bars, place any Blighted Lair tile of your choice on top of a revealed Random Boss location (all Random Boss hexes must be covered by a Lair if able). These locations are now Blighted Lairs. Their terrain type changes accordingly. Each hex of a Blighted Lair represents a region influenced by a Boss which must be neutralized before you may face it.
3. Each time you place a new HEXtile that contains a Random Boss Location, you must place a Blighted Lair over it (if there are any left in the pool).
4. Blighted Lairs may never cover Villages, Monasteries, Crypts, numbered Boss lairs, or other game locations (exception, see #5) shown on the map.

Blighted Lair Tiles



Blighted Lair Tile Placement Examples

5. Special locations (like Events, Discoveries, or Investigations) may be placed on top of the Blighted Lair over the hex it would have occupied, but these locations cannot be accessed by the heroes until the Lair is cleared and the influence of that Boss goes away.
6. Each hex on a Blighted Lair contains a ● ◆ ▲ Rune symbol.
7. Once the heroes enter a Blighted Lair tile, they are being influenced by the controlling Boss. The group does not need to move into any other hexes on this tile — they will experience the entire event in the location they entered.

   Time ◯ is gained and spent as if the group has moved into the Dungeon (refer to page 47 of the Rule Book for how Time ◯ is managed), but the group is not considered to be inside the Dungeon while inside a Blighted Lair.
8. Before you may face the Boss ☠, the group must draw and play Dungeon cards that match the ● ◆ ▲ Runes shown on the tile they occupy. Cards are revealed and played one-at-a-time in any order the group chooses. Do not collect these Dungeon cards as a reward at this time. The group must have at least 1 Time ◯ remaining to face the Boss ☠. If the group runs out of Time ◯ before facing it, treat the event as if the group has Fled (see below).

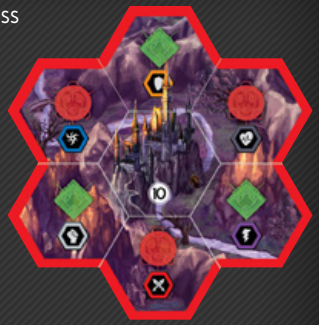
For instance, in the example at right, the group would play 2 ● Dungeon cards and 2 ◆ Dungeon cards before facing the Boss. Looking at the cards after they've been played, we see the group needs at least 9 Time in order to face the Boss (the Dungeon cards shown require 3+1+2+2, plus 1 more for the Boss itself).

9. The group may **Flee** from the Blighted Lair in between Dungeon cards, but doing so ends the event without further reward. The group **Roams** instead of **Wanders** after **Fleeing** from a Lair and the Blighted Lair tile remains on the map. If the first **Roam** result is too short, the group must continue to **Roam** until they completely vacate the Blighted Lair tile.
10. After you successfully complete the last Dungeon card, combat with the Boss immediately begins.

    Search for a random Boss normally during the Event phase. If you vanquish it, gain each Dungeon card played as an extra reward, as if you had gained each card in the Dungeon normally. If you do not vanquish the Boss, do not gain any Dungeon cards (or Treasures!); the group will either have died or fled.
11. A Blighted Lair is cleared, and its tile is removed from play, when all Dungeon cards have been resolved and the Boss has been vanquished. Place a Hex token on the original random Boss location to show that it has now been cleared and place the Blighted Lair Tile back in the Lair pool for future selection. Any special locations previously covered by the Blighted Lair (Discoveries, etc.) are now available.

Castle Noctis –

This version of play modifies Noctis's Castle as he reinforces his fortress as the game progresses. It is suggested to only play this style after you've beaten the game normally. The heroes must choose one of six paths to infiltrate his castle before facing the Blood Lord, though Noctis will still confront the heroes if the Blood Pool reaches 100 in this play style.



Here are the changes you'll adopt for the Castle Noctis game:

1. Locate the Castle Noctis seven-hex tile and set aside. It will be placed on top of Noctis's castle (matching its orientation) the moment the HEXtile containing it is placed on the game board.
2. Each hex on this tile represents Noctis's Lair and is considered to be his Boss location. The heroes must first accomplish a unique challenge (see below) before facing him in battle.
3. After the Skill phase has resolved and if the group is on any hex in this region, the group must initiate the final combat with Noctis. Move the group to the center hex of this region if they are not already there.
4. Before you face Noctis, draw and play a Dungeon card that matches the ● ◆ ▲ Rune shown on the hex you passed through to get here. It is possible that you moved through more than one outer hex in this region. If this is the case, draw and play multiple cards. Increase the Blood Pool by 1 each time any hero suffers any amount of Health damage while playing these cards.
5. Immediately after playing the card(s), each hero rolls a Stat Test that matches the stat shown on their previous location (roll only one). Check the table below to see what happens. Mirza Noctis 💀 will face the group after the below effect resolves.

Stat Test Result	Effect
If entire group succeeds	✲ The group **Ambushes** Noctis. ☾ Reduce the Blood Pool by 5 per hero, then face Noctis.
If any hero fails	✲ Increase the Blood Pool by 3 per hero, then face Noctis. ☾ Noctis **Ambushes** the group.

If any hero Critically Fails, face a Boss 💀 based on the phase of play and the current Blood Pool. If the result is a Boss 💀 that has already been vanquished, face Noctis instead.

< 30	31 - 69	70 >
✲ The Hellhound	✲ Mad Alchemist	✲ Raveziel
☾ Kesh'kezuul	☾ Meat-Hook	☾ Dulahan

Noctis **Ambushes** the group after rewards are earned.

ŽELJA AWAKENS – This version of play places Želja The Banshee Queen's miniature on the board at the beginning of the game. She was once the queen of this realm, a beloved figure to many. When Noctis took power so many years ago, he slew both the King and Queen. She has now risen, hundreds of years after the fall of her kingdom, and is consumed by her rage. She has cursed Noctis and now stalks the earth, a terror to behold.

Here are the changes you'll adopt for the Želja game:

1. Search the ☾ Night deck for Želja's Bounty "Banshee Queen" and place it in the fourth ☾ Night slot.
2. Želja's **Roam** distance is now tied to the Blood Pool. When rolling her **Roam** distance (not her direction), add 1 to the amount for every 20 Blood in the Blood Pool (+1 at 20 Blood, +2 at 40 Blood, etc).
3. If Želja is slain, gain the rewards for vanquishing her along with the Bounty reward, and then set her Bounty aside. She may return again.
4. Želja **Revives** and returns to haunt the region the next time the Blood Pool increases to a factor of 20 (20, 40, 60, etc). At the end of the Game Turn, discard the card that is located in the fourth ☾ Night slot and place her Bounty there again. Each time Želja returns to the map she becomes **Dangerous**. It is possible for her to become **Dangerous** multiple times this way.
5. While Želja is **Dangerous**, she can destroy Noctis's Collectors . Each time she moves within 1 hex of any number of Collectors, remove 1 Collector from that location.
6. The end combat with Noctis will also include Želja The Banshee Queen, even if she is not present on the board. When the heroes face Mirza Noctis in battle, Želja arrives during the Declaration phase of round 2. Noctis and Želja may target one another as though they were heroes. Roll target dice for both without any modifier.
7. Želja is unaffected by Mirza Noctis's Boss 2 and Passive abilities.
8. You do not have to vanquish Želja to win – the group wins the game when Mirza Noctis is defeated per normal rules.

Želja's Bounty "Banshee Queen" found in the ☾ Night deck

INTERRUPT BOUNTY
BANSHEE QUEEN
M
Reveal and place Želja the Banshee Queen's miniature on HEXtile M (shown right). At the end of each Game Turn, she Roams.
Želja will not reveal new map tiles. If she has excess movement left after she reaches a border, her remaining movement will move her closer to the group. If the group is within 3 hexes of her after she moves, each hero suffers 4 Energy Drain.
The group suffers 1 less Energy damage in combat with her per Clue.
Villagers speak in hushed tones about the ear-piercing shrieks heard at night. First heard in the Royal Tombs, they have now since moved.

Valor

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Domain of Mirza Noctis.
- A player's Valor score is equal to the total Valor gained while playing any game in the series.
- All players playing a game of HEXplore It have a Valor score equal to the player with the highest Valor score.
- Valor may only be gained once per source (ie, all the players achieve only 1 Valor point for defeating the Mirza Noctis, no matter how many times they've vanquished him), and cannot be modified by other game effects.

Gaining Valor

In the Domain of Mirza Noctis, there are many ways you may gain a point of Valor. Consult the adjacent graphic for more information.

Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

- Defeat Mirza Noctis on Easy Difficulty ☐
- Defeat Mirza Noctis on Epic Difficulty ☐
- Gain all 4 Graces in one Game ☐
- Gain Blood Magic Tier 10 (or higher) in one Game ☐
- Vanquish or Influence Raveziel the Fallen ☐
- Defeat Mirza Noctis at the following Blood Pool Levels 0 100 ☐

Using Valor

Each time you play any HEXplore It game, consult the table below. You'll gain the highest tier bonus and all lower tier bonuses based on your total Valor score. You may not combine these bonuses with other HEXplore It Volume Valor bonuses and they only affect the current game being played.

Tier	Valor	Abilities
Initiate	1-7	Each hero gains Gold equal to half their Valor Score to spend only on **Gear Upgrades** before the game begins. Any unused Gold is lost.
Adventurer	8-19	Before the game begins, roll the Hex die and add the result to your Valor Score for this game. This die may HEXplode. The group begins the game with 1 **Crypt Key**.
Hero	20-32	Each hero may begin the game with 2 Keepsakes and may look at each before play. In order to win the game, you must defeat the game's Villain on the Difficult setting or higher.
Champion	33-59	The group begins the game with 1 Blood Magic Tier. In order to win the game, you must defeat the game's Villain on Heroic Difficulty or higher.
Avatar	60+	At the beginning of the game, each hero chooses an Ability. Up to twice per Game Turn during the Skill phase, roll a Core die. If the result is equal to or lower than the rank of that Ability, remove 1 **Critical Wound**. In order to win the game, you must defeat the game's Villain on Epic Difficulty.

The Dungeon in other Volumes

Domain's Dungeon may be used in other HEXplore It Volumes. Here's how:

- Dungeon Entrances always begin locked and the means to unlock them remain the same.
- **Crypt Keys** will remain scarce in this play style, so the group will have to unlock a Dungeon Entrance by rolling their Skills in the Event phase or by Exiting to a locked Dungeon entrance from inside the Dungeon (refer to the Crypt Placard for more information).
- It is always Night while inside the Dungeon.
- There are 2 main changes to adopt while using the Dungeon in other HEXplore It volumes. First, you'll need to determine where the entrances are. Crypt Icons on Dungeon Tiles will always correspond to these new locations on your map. Next, determine how Runes can be used. The new location will act as if it matched its normal location in Domain of Mirza Noctis.

Step 1: Determine 4 Dungeon Entrances

Choose 4 locations to act as your Dungeon Entrances (see examples below). Ideally, these locations should be numbered 1 through 4 on your game board. Dungeon Entrances are locked at the beginning of play. Place a Locked Crypt token on these locations when revealed.

	4 Shrines in the Valley of the Dead King. Numbered 1 through 4.
	4 Battle Sites in the Forests of Adrimon. Numbered 1 through 4.
	4 City-States in the Sands of Shurax. Numbered 1 through IIII.

Step 2: Determine How Runes are Turned In

In Domain, there are 3 ways to turn in Runes. Impart them in Monasteries, Activate them in Crypts, or Sell them in Villages. Use the following table to determine how you can use Runes to gain the same reward in previous Volumes:

Volume	Impart	Activate	Sell
	Shrine	Ruin	City
	Battle Site	Grove Portal	Waypost
	City-State	Oasis	Caravanseri

Imparting, Activating, and Selling Runes

When Imparting or Activating Runes, use the corresponding placards from Domain to track any turn ins (Monastery & Crypt). Instead of gaining a Grace when Imparting Runes, the group gains the first Treasure found in the Circumstance deck (shuffle any revealed cards back into their deck afterward).

Ignore any Blood Pool effects, as the Blood Pool will not be in play.

Selling Runes works the same in each Volume (10 Gold per Rune Sold). The group may only sell Runes in a location that sells items worth 8 Gold or higher.

Boss Locations in the Dungeon

The group decides to treat Boss locations in the Dungeon in one of two ways:

- Boss locations in the Dungeon are normal hexes. Place a hex token on the location to indicate as such.
- The group may assign any undefeated **Boss** of level 9 or lower to a newly revealed Boss location. This decision may not be changed.

Blood Magic in other Volumes

- Blood Magic is new to Domain of Mirza Noctis, but the mechanic may be used in other Volumes.
- Blood Magic Tiers may be gained as a reward for vanquishing certain opponents in the Encounter deck and by Activating a Rune set (one of each Rune type) in a location acting as a Crypt.

Critical Wounds

Heroes suffer **Critical** damage and gain **Critical Wounds** by casting Blood Magic Spells and certain **Encounters** may inflict them. **Critical Wounds** are treated the same way in any other Volume (see the Keywords placard or page 91 of the Core Rule book for more detail).

Familiars in other Volumes

- Familiars are new to Domain and may be used in other Volumes.
- There are 2 Power Up cards that grant Familiars. Shuffle them into your Power Up deck before play.
- Heroes may choose to gather Power Ups (and not gain their bonus) in order to draw a random Familiar. Gain and then discard 4 Power Ups of your choice. Doing so allows the hero to draw a random Familiar.

Roles & the new Encounter Deck

- A handful of Roles from our previous Volumes work a little differently with the new Encounter deck. Here's how they are modified while playing with an Encounter deck:

Role	Augmented Content
Beastmaster / Beast Lord	**Updated Passive:** For every 3 ranks of [Call of the Wild- Beastmaster][Primal Instincts-Beast Lord], gain the next Creature type Encounter from the Encounter deck and add it to your pack. Anytime a Creature appears in a slot in play, immediately take the card and add it to your pack.
Summoner	**Updated First Mastery [Summoning Circle]:** Instead of Summoning an open Encounter, reveal a number of cards equal to half Dimensional Shield rank and choose 1 to Summon. Shuffle all other revealed cards back into the deck. All additional effects for this mastery are unchanged.
Shaman	**Updated Passive:** Before combat begins, reveal a number of cards from the Encounter deck equal to half Ancestral Spirit and choose 1 to Summon. Shuffle the remainder back into the deck. Its type changes to Spirit and it remains until combat ends or until defeated. Place it on top of the Encounter deck after combat ends.
Commander	**Updated Passive:** Search the Encounter Deck or discard pile instead of the Circumstance deck.
Gambler	**Updated Second Mastery [Phantom Deck]:** Reveal half Stacking the Deck rank cards from the Circumstance deck instead of full rank. This mastery now deals Health damage equal to Phantom Deck rank plus Card Throw rank plus 1 for each card revealed. All additional effects for this mastery are unchanged.

DUAL
DOMN + VOTDK

Dual Boards: DoMN + VotDK

If you have both the Domain of Mirza Noctis and the Valley of the Dead King, you can integrate the two games to play both at once.

Playing this Dual Boards version will give you an entirely different play experience. Both Core games and their Expansions may be used in this play style.

New to Domain of Mirza Noctis is the Encounter deck. The original Encounter cards found in the Valley of the Dead King Circumstance deck will not be used during this game, though you may purchase the VotDK Encounter deck and add them to DoMN's Encounter deck to supplement this playthrough.

You'll have to take care to avoid both Mirza Noctis and the Dead King. One of the two villains will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

Game Setup

- Combine the four quadrants from each game and place in any orientation you choose to create your map. See page 30 for example layouts. Shuffle and place the HEXtiles from each game face down in separate stacks.
- Remove all Encounters found in the Valley of the Dead King Circumstance deck. These will not be used.
- Shuffle the Domain of Mirza Noctis Power Up deck. You will not use the Valley of the Dead King Power Up deck.
- Place the DoMN Day bar on one side of the table. Place the Day deck and the Power Up deck in each applicable slot.

DoMN Night Bar

DoMN Day Bar

- Place the DoMN ☾ Night bar on the other side of the table. Place the ☾ Night deck and the Encounter ✷ deck in each applicable slot.
- Shuffle the VotDK Circumstance deck and the VotDK Quest deck together into one large deck. Then split the deck, and place both halves adjacent to the ☼ Day and ☾ Night decks. These decks are now referred to as the VotDK Day and VotDK Night decks.
- Draw four cards from the VotDK Day deck and place on the ☼ Day slots numbered 1 through 4. Draw four cards from the DoMN Day deck and place on top of the four cards drawn from the ☼ Day deck, so that you can see all card titles and any map locations.
- Repeat the above operation for the VotDK Night Deck and the DoMN ☾ Night Deck.
- You should now have a total of 16 cards in play (4 each from each deck).

Starting Location, Equipment, and Gold

- Choose to act during the ☼ Day or during the ☾ Night for your first Game Turn. If you choose ☼ Day as your first Game Turn, your heroes begin in a City in the Valley. Gain the starting items from VotDK. If you choose ☾ Night as your first Game Turn, your heroes begin in a Village in Domain. Gain the starting items from DoMN.
- Additionally, the heroes gain a movement item based on their starting location.
  - If you begin in a City, the group gains **Reliable Mounts**.
  - If you begin in a Village, the group gains the **Reins of Telgimere**.
- If you are playing with the optional Valor rules, use the Valor rewards associated with the group's starting location.

Altered Rules

Win Scenario:

Both Mirza Noctis 💀 and The Dead King 💀 must be vanquished to win this game. The heroes may not target these villains directly until the Game Difficulty is Moderate or higher or until the second Villain Event occurs (see page 28).

VotDK Quest Cards:

- Each time you reveal a new Quest whose location is revealed on the map, mark that location with a ●◆▲ Rune Stone of your choice instead of with a Quest token. Quest Tokens will not be used during this game.
- Completed Quests no longer reward a Power Up and no longer must be turned in to Cities. Instead, they reward a single random Rune the moment you complete the Quest.
- Quests are now treated as though they are Investigation cards with no Trap, unless an Investigation appears in the same Circumstance slot. If an Investigation appears in the same slot that a Quest does, the Quest inherits that Investigation's Trap and Suspicion level.

Circumstances:

- When you roll for a Circumstance you will interact with both cards in that slot.
- Play all DoMN cards and any VotDK Circumstances normally when you interact with a slot.
- VotDK Quests are not played when a slot is rolled. These are played as if they were Investigations, during the Event phase, when the group is in a Quest location revealed on the map.
- Clues have no effect on VotDK Quest cards.
- Refill any/all cards played from their applicable deck after the slot is resolved.

Card Decks:

When a card's effect would have you draw more cards, draw from the same Volume. If you discard a Circumstance in play, only discard 1 (not any others in the same slot).

Bosses:

The group may search for and face most VotDK Bosses using the Random Boss mechanic. While on a Random Boss location, choose the Level Boss you're hoping to face (1-9), then roll the Moon die:

- On a result of a through 3, face the next lower Level Boss you have not yet vanquished.
- On a result of 4 through 10, face the Boss you chose.
- On a result of 11 or 12, increase the Level of the chosen Boss by 1 and then roll the Moon die again, comparing the result for this new Level.

You may not face the following Bosses using the Random Boss mechanic: Syv the Siren Queen , The Cry-overn , and The Dead King . After you vanquish a VotDK Boss in a random location, place a Hex token on the Boss's lair if it has one and is revealed. If it is not, place a Hex token on the location when it is revealed.

Gear Upgrades:

Gear Upgrades are not initially available for purchase. They must be unlocked via the rules in DoMN, by opening Crypts. They may be gained in other ways (through a reward for instance) normally.

Game Difficulty:

Players gain the Game Difficulty benefits from both the DoMN and VotDK.

Revealing HEXtiles:

When you draw a HEXtile for any reason, draw one from both the VotDK and the DoMN stack. Choose one to play and place the other HEXtile on the bottom of the opposite stack.

Game Locations:

Location	Augmented Content
City	Cities may be targeted by Noctis's Blood Collectors (see next page). Runes may be sold in Cities as if the location were a Village. Cities sell **Gear Upgrades** as if the location were a Monastery (they must be unlocked).
Village	Villages may be targeted by the Dead King. Whenever the Dead King targets a new City, roll the Moon die first. If the result is 9-12, the Dead King targets a random Village instead.
Bezzelquark's Black Market	You may purchase all items available in Monasteries here. Bezzelquark's sells **Gear Upgrades** as if the location were a Monastery (they must be unlocked). When rolling to open the Black Market, include all DoMN Bosses you've vanquished.
Shrine	Runes may be Imparted in Shrines as if the location were a Monastery matching the Shrine's number. Shrines do not act as entries into the Dungeon in this play style.
Monastery	No changes.
Ruin	Runes may be Activated in Ruins as if the location were a Crypt. Additionally, the group may exit the Dungeon and appear on any revealed Ruin.
Crypt	No changes.
Dungeon Exits	The group may exit the Dungeon and appear on any revealed Ruin.

Blood Collectors:

- Each time a Blood Collector is placed on the board, first roll the Moon die. If the result is 9-12, the Collector is placed in a random City instead of in a random Village.
- There are only 7 Collector dice, so as soon as Noctis has 7 locations feeding him Blood, he cannot gain another until a new die becomes available to place. When you roll to place new Collectors, the new location must be one of the 7 already placed.

Fallen Cities / Desolate Villages:

- The moment a Village would gain a 4th Blood Collector , it is treated as if it were a Fallen City instead of a Desolate Village.
- Remove the Collector die and do not place a Desolate Village token on the location, instead place a Fallen City Token. The Dead King gains movement speed increases normally, for each Fallen City token placed on a Village.
- Blood Collector dice are removed from Cities or Villages that fall to the Dead King. These locations no longer produce Blood for Mirza Noctis.

Villains:

- The Dead King moves at a speed of 1 + 1 for every Fallen City.
- The heroes may not target Mirza Noctis or The Dead King until they have increased the Game Difficulty to Moderate or higher. The Bosses will not target or initiate combat with the heroes until after the second Villain Event (see page 28).

Villain Game Events

When each of these events occur, alter the game as indicated below:

3

If the Dead King gains 3 Fallen Cities first: Place 3 Collectors in random Villages.

30

If Mirza Noctis's Blood Pool increases to 30 first: Increase the Dead King's movement speed by 1.

6

60

When 6 Fallen Cities are placed, or the Blood Pool increases to 60:
Place the HEXtile containing Mirza Noctis's fortress if it is not already in play. The Dead King immediately targets Mirza Noctis's Castle. The Dead King's movement speed is decreased to 1 plus 1 for every 2 Fallen Cities. When the Dead King arrives there, check the Blood Pool.

- If it is 70 or more, Noctis performs a Blood Magic ritual that binds the Dead King to himself.
- If it is less than 70, the Dead King corrupts Mirza Noctis's pattern.
- See page 29 for the results.

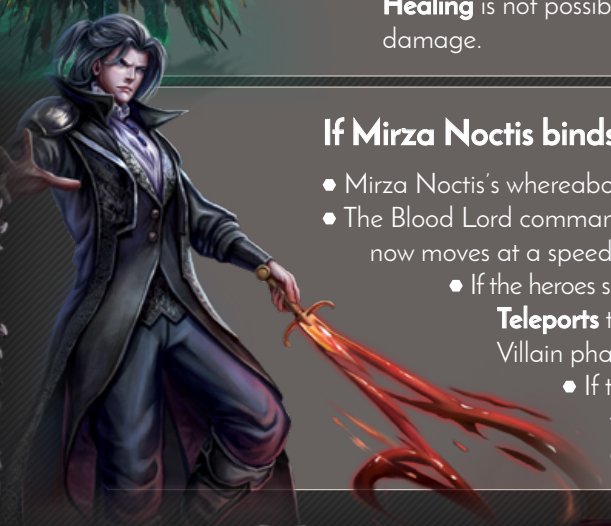
If the heroes defeat either Villain before one of the above events: Draw 2 Power Up cards and give twice the bonus to each hero. The game is treated as though it has passed the second Villain event (see next page), with the Boss that has not been vanquished being the victor. Ignore any further effects that relate to combat with the vanquished Villain.

One Boss to Rule them all

When the second boss event occurs, check to see which of the two overcomes the other.

If the Dead King corrupts Mirza Noctis's Pattern:

- The Blood Pool no longer may be modified by any effects.
- Do not roll for Mirza Noctis's action during the Villain phase.
- The Dead King no longer moves away from Noctis's castle, instead he works through Noctis's network of Collectors. Every Game Turn during the Villain phase, one Collector die in play is removed from play and the location it covers is turned into a Fallen City.
- Immediately when no Collector dice are on the board, Mirza Noctis 💀 **Teleports** to the heroes' location and intiates combat with them. He is **Tenacious** (no effect may overcome this).
- If the heroes defeat Mirza Noctis 💀, The Dead King 💀arrives and initiates the final combat. **Healing** is not possible between battles. The Dead King's attacks and Conditions deal 1 extra damage.



If Mirza Noctis binds the Dead King:

- Mirza Noctis's whereabouts are unknown. He cannot be found in his fortress.
- The Blood Lord commands the Dead King and his legion to target the heroes. The Dead King now moves at a speed of 6 toward the group each turn.
    - If the heroes share his space, or if the Blood Pool increases to 100, The Dead King 💀 **Teleports** to the heroes' location and initiates combat with the heroes during the Villain phase. He is **Tenacious** (no effect may overcome this).
        - If the heroes defeat The Dead King 💀, Mirza Noctis 💀 arrives and initiates the final combat. **Healing** is not possible between battles. Mirza Noctis's attacks and Conditions deal 1 extra damage.

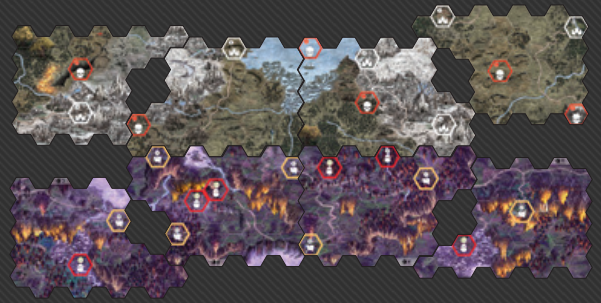
Example Map Layouts

The Dead King relies on moving from City to City across the board. Initial map setups can either help or hinder the Dead King's advancement.

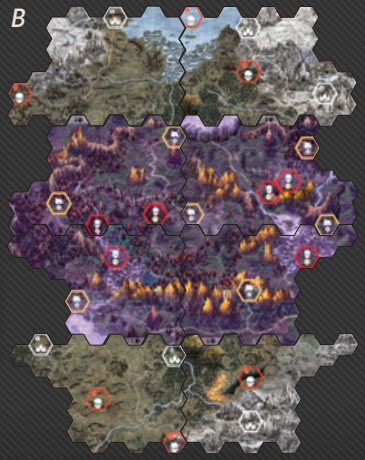
Let's examine a few scenarios. The below graph shows the distance (in hexes) between Cities, and the likelihood the Dead King will overcome Mirza Noctis.

	Farthest Distance	Least Distance	Average Distance	Favored Villain
A	27	5	12	Fair fight
B	22	5	14	Mirza Noctis
C	19	4	10	Dead King
D	18	5	11	Fair fight

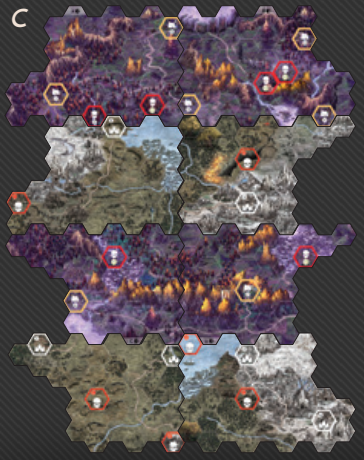
A



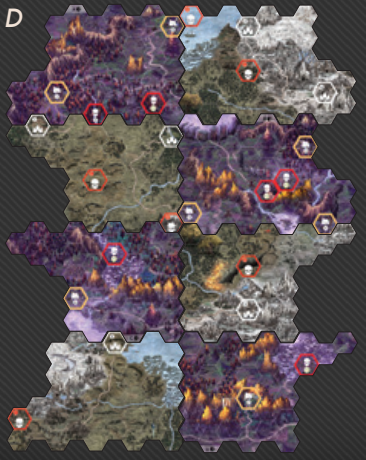
B



C



D



DUAL
DOMN + FOA

Dual Boards: DoMN + FoA

If you have both the Domain of Mirza Noctis and the Forests of Adrimon, you can integrate the two games to play both at once.

Playing this Dual Boards version will give you an entirely different play experience. Both Core games and their Expansions may be used in this play style.

New to Domain of Mirza Noctis is the Encounter deck. The original Encounter cards found in the Forests of Adrimon Circumstance deck will not be used during this game, though you may purchase the FoA Encounter deck and add them to DoMN's Encounter deck to supplement this playthrough.

You'll have to take care to avoid both Mirza Noctis and Adrimon. One of the two villains will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

Game Setup

- Combine the four quadrants from each game and place in any orientation you choose to create your map. Shuffle and place the HEXtiles from each game face down in separate stacks.
- Remove all Encounters found in the Forests of Adrimon Circumstance deck. These will not be used.
- Shuffle the Domain of Mirza Noctis Power Up deck. You will not use the Forests of Adrimon Power Up deck.
- Place the DoMN Day bar on one side of the table. Place the Day deck and the Power Up deck in each applicable slot.

DoMN Night Bar

DoMN Day Bar

- Place the DoMN ☾ Night bar on the other side of the table. Place the ☾ Night deck and the Encounter ✷ deck in each applicable slot.
- Shuffle the FoA Circumstance deck and the FoA Destination deck together into one large deck. Then split the deck, and place both halves adjacent to the ☼ Day and ☾ Night decks. These decks are now referred to as the Forest Day and Forest Night decks.
- Draw four cards from the Forest Day deck and place on the ☼ Day slots numbered 1 through 4. Draw four cards from the DoMN Day deck and place on top of the four cards drawn from the ☼ Day deck, so that you can see all card titles and any map locations.
- Repeat the above operation for the Forest Night Deck and the DoMN ☾ Night Deck.
- You should now have a total of 16 cards in play (4 each from each deck).
- Set the Fragment deck next to the Power Up deck and place all Relics aside.
- Roll the Magi's Acropolis location normally and place on the corresponding Enthralled City.

Starting Location, Equipment, and Gold

- Choose to act during the ☼ Day or during the ☾ Night for your first Game Turn. If you choose ☼ Day as your first Game Turn, your heroes begin in a City in the Valley. Gain the starting items from VotDK. If you choose ☾ Night as your first Game Turn, your heroes begin in a Village in Domain. Gain the starting items from DoMN.
- Additionally, the heroes gain a movement item based on their starting location.
  - If you begin outside an Enthralled City, the group gains **Elven Riding Saddles**.
  - If you begin in a Village, the group gains the **Reigns of Telgimere**.
- If you are playing with the optional Valor rules, use the Valor rewards associated with the group's starting location.

Altered Rules

Win Scenario:

Both Mirza Noctis 💀 and Adrimon 💀 must be vanquished to win this game.

Circumstances:

- When you roll for a Circumstance you will interact with both cards in that slot.
- Play all DoMN cards and any FoA Circumstances normally when you interact with a slot.
- FoA Destinations are not played when a slot is rolled. These are played as if they were Investigation cards with no Trap, during the Event phase, when the group is in a Destination location revealed on the map. If an Investigation appears in the same slot that a Destination does, the Destination inherits that Investigation's Trap and Suspicion level.
- Clues 📦 have no effect on FoA Destination cards.
- Refill any/all cards played from their applicable deck.

Power Up Cards:

Each time the heroes draw a Power Up card with the Blood Modifier icon, increase the Fate Tracker by 1 as if you had drawn a card with the Magi's Fate Tracker Symbol.

Relics:

When the heroes obtain enough Fragments to forge a Relic, that Relic becomes forgeable in the next Battle Site or Monastery the group visits. The Paragon's Hall is treated as a Battle Site for this purpose. No more than 6 Relics may be forged in one game.

Card Decks:

When a card's effect would have you draw more cards, draw from the same Volume. If you discard a Circumstance in play, only discard 1 (not any others in the same slot).

Bosses:

The group may search for and face most FoA Bosses using the Random Boss mechanic. While on a Random Boss location, choose the Level Boss you're hoping to face (1-9), then roll the Moon die:

- On a result of a through 3, face the next lower Level Boss you have not yet vanquished.
- On a result of 4 through 10, face the Boss you chose.
- On a result of 11 or 12, increase the Level of the chosen Boss by 1 and then roll the Moon die again, comparing the result for this new Level.

You may not face the following Bosses using the Random Boss mechanic: Elowen the Dryad (Expansion Boss) and Adrimon. After you vanquish a FoA Boss in a random location, place a Hex token on the Boss's lair, if it has one and is revealed. If it is not, place a Hex token on the location when it is revealed.

Gear Upgrades:

Gear Upgrades must be unlocked for purchase via the rules in DoMN, by opening Crypts. They may be gained in other ways normally (through a reward for instance, like Searching for Gear in Enthralled Cities).

Game Difficulty:

Players gain the Game Difficulty benefits from both the DoMN and FoA.

Revealing HEXtiles:

When you draw a HEXtile for any reason, draw one from both the FoA and the DoMN stack. Choose one to play and place the other HEXtile on of the bottom of the opposite stack.

Game Locations:

Location	Augmented Content
Enthralled City	The group may enter the Dungeon after Searching for Gear in Enthralled Cities. Draw and place a random Dungeon Tile and place the group in the center hex. Note that the group may not exit the Dungeon from these locations.
Village	No changes.
Waypost	Wayposts may be targeted by Noctis's Blood Collectors.
Battle Site	Runes may be Imparted as if the location were a Monastery of the group's choice. Additionally, the group may exit the Dungeon and appear on any revealed Battle Site.
Monastery	Relics may be crafted in Monasteries as if the location were a Battle Site. Additionally, you may purchase and sell Nature's Essence while in a Monastery.
Elowen's Grove	You may purchase items avaiable in Monasteries here (per normal Monastery rules).
Grove Portals	Runes may be Activated in Grove Portals as if the location were a Crypt.
Crypt	No changes.
Dungeon Exits	The group may exit the Dungeon from a Crypt Exit and appear on a revealed Battle Site of their choice.

Blood Collectors:

- Each time a Blood Collector is placed on the board, first roll the Moon die. If the result is 9-12, the Collector is placed in a random Waypost if one exists, instead of in a random Village.
- There are only 7 Collector dice, so as soon as Noctis has 7 locations feeding him Blood, he cannot gain another until a new die becomes available to place. When you roll to place new Collectors, the new location must be one of the 7 already placed.

Villains:

The heroes may not target Mirza Noctis or Adrimon until they have increased the Game Difficulty to Moderate or higher. The Bosses will not target or initiate combat with the heroes until after the second Villain Event (see below).

Villain Game Events

When each of the below events occur, alter the game as indicated below:

If the Magi's Fate Cycle becomes 3 first: Place 3 Collectors in random Villages.

If Mirza Noctis's Blood Pool increases to 30 first: Increase the Fate Cycle by 1.

When the Fate Cycle becomes 6 or the Blood Pool increases to 60:
Adrimon attempts to mindwipe Mirza Noctis. Roll the Fate die and add the Fate Cycle.

- If the result is greater than twice the number of Collectors on the board, Adrimon mindwipes Mirza Noctis.
- If the result is equal to or lower, Mirza Noctis recognizes Adrimon's influence. During the next Villain phase, Mirza Noctis binds Adrimon to himself.
- See page 38 for the results.

If the heroes defeat either Villain before one of the above events: Draw 2 Power Up cards and give twice the bonus to each hero. The game is treated as though it has passed the second Villain event (see next page), with the Boss that has not been vanquished being the victor. Ignore any further effects that relate to combat with the vanquished Villain.

One Boss to Rule them all

When the second boss event occurs, check to see which of the two overcomes the other.

If Adrimon mindwipes Mirza Noctis:

- The Blood Pool no longer may be modified by any effects.
- Do not roll for Mirza Noctis's action during the Villain phase. Instead, remove 1 Collector die during the Villain phase each turn.
- The Fate Cycle increases by 1, and the Fate Tracker now advances by 2 every Game Turn instead of 1 for the remainder of the game.
- Immediately when no Collector dice are on the board, Mirza Noctis **Teleports** to the heroes' location and intiates combat with them. He is **Tenacious** (no effect may overcome this).
- If the heroes defeat Mirza Noctis, Adrimon arrives and initiates the final combat. **Healing** is not possible between battles. Adrimon's attacks and Conditions deal 1 extra damage.

If Mirza Noctis binds Adrimon:

- The Fate Cycle no longer may be modified by any effects.
- Mirza Noctis's whereabouts are unknown. He cannot be found in his fortress.
- The Blood Lord commands Adrimon to target the heroes. All Sentinels in play now move at a speed of 6 toward the group each turn.
- If all Sentinels are dead or if the Blood Pool increases to 100, Adrimon **Teleports** to the hero's location and initiates combat with the heroes during the Villain phase. She is **Tenacious** (no effect may overcome this).
- If the heroes defeat Adrimon, Mirza Noctis arrives and initiates the final combat. **Healing** is not possible between battles. Mirza Noctis's attacks and Conditions deal 1 extra damage.

DUAL
SOS + DOMN

Dual Boards: DoMN + SoS

If you have both the Domain of Mirza Noctis and the Sands of Shurax, you can integrate the two games to play both at once.

Playing this Dual Boards version will give you an entirely different play experience. Both Core games and their Expansions may be used in this play style.

New to Domain of Mirza Noctis is the Encounter deck. The original Encounter cards found in the Sands of Shurax Circumstance deck will not be used during this game, though you may purchase the SoS Encounter deck and add them to DoMN's Encounter deck to supplement this playthrough.

You'll have to take care to avoid both Mirza Noctis and The Ravager. One of the two villains will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

Game Setup

- Combine the four quadrants from each game and place in any orientation you choose to create your map. SoS Quadrants no longer need to touch the sides of the SoS bars. Shuffle and place the HEXtiles from each game face down in one stack.
- Remove all Encounters found in the Sands of Shurax Circumstance deck. These will not be used.
- Shuffle the DoMN and SoS Power Up decks together to make one large Power Up deck.
- Place the DoMN Night bar on one side of the table and the SoS Caravan Master Bar on the other side. Use the optional Extender to leave more space for your card decks. Place the Night, Encounter, Caravan Master, Caravan Event, and Mutation decks in each applicable slot.

The Wastes region may connect to the other map tiles in this play style.
The Wastes
Day, Night, and SoS Circumstance Deck
Mission Decks
Encounter & Power Up Decks
Caravan Master, Caravan Event, and Mutation Decks

- Place the ✲ Day, SoS Circumstance, Power Up, and SoS Mission decks as shown. Flip over the top card in each Mission deck.
- Draw 1 HOTtile and place it on one side of the SoS Caravan Master Bar. Surround that HOTtile with 6 more until there are 7 bundled up. Then, connect them to one of the two terrain hex sections on the SoS Caravan Master bar. Set the remaining HOTtiles aside. See the layout example above.

- Draw 4 cards from the Night deck and place one card on each of the four revealed slots. Then draw 4 cards from the Day deck and place one card on top of each of the Night cards placed. Place these cards so that you can see all card titles and any map locations. See example at right.

Starting Location, Equipment, and Gold

- Choose to act during the ☼ Day or during the ☾ Night for your first Game Turn. If you choose ☼ Day as your first Game Turn, your heroes begin in a City in the Valley. Gain the starting items from VotDK. If you choose ☾ Night as your first Game Turn, your heroes begin in a Village in Domain. Gain the starting items from DoMN.
- Additionally, the heroes gain a movement item based on their starting location.
  - If you begin in a Caravansari, the group gains the **Dust Skimmer**.
  - If you begin in a Village, the group gains the **Reigns of Telgimere**.
- If you are playing with the optional Valor rules, use the Valor rewards associated with the group's starting location.

Altered Rules

Win Scenario:

Both Mirza Noctis ☠ and The Ravager of Shurax ☠ must be vanquished to win this game. Only the Phorora and Nemsynet win scenarios apply in this play style (the Ravager must be killed or subdued).

Circumstances:

- When you roll for a Circumstance and gain a result of 1 through 4, you will interact with either the ☼ Day or the ☾ Night deck (per normal rules based on what phase the group chose during the Movement phase). The group will also draw the top card from the SoS Circumstance deck. If you roll a result of 5 or a hex, the group draws an Encounter only (do not play a SoS Circumstance).
- Clues that are placed on the Night bar are applies to both Day and Night cards in play.
- Refill any/all DoMN cards played from their applicable deck. The SoS Circumstance is always a blind draw.

Card Decks:

When a card's effect would have you draw more cards, draw from the same Volume. If you discard a Circumstance in play, only discard 1 (not any others in the same slot).

The Ravager & Acts:

The Ravager's Game Turn cycle does not change between Acts.

It will always Appear, then Disappear in a 2-turn cycle. During Act I, the Ravager will only appear in the Wastes. Starting in Act II, each time the Ravager appears on the board, roll any die. Its appearance location will change based on the result of the roll. The below table shows where the Ravager appears, and how the die result is resolved.

Act	Appears in	Roll Any Die	Game Turn Cycle (Game Turn 1, Game Turn 2)
I	The Wastes only		Ravager Appears, Ravager Disappears
II	Quadrants & HEXtiles	**Odd:** Shurax, **Even:** Domain	Ravager Appears, Ravager Disappears
III	Quadrants & HEXtiles	**Odd:** Shurax, **Even:** Domain	Ravager Appears each turn

- Act II triggers when there are 8 or more Remnants placed in the Wastes.
- Act III triggers after the second Villain Event (see page 48).

Act I Ravager Appearance

During Act I, the Ravager only appears in the Wastes. It always appears in the middle HOTtile first. On subsequent appearances, roll the Wander die to determine the direction normally. The Ravager may reveal new HOTtiles when appearing in the Wastes.

Acts II & III Ravager Appearance

During Acts II and III, the Ravager may appear in the Quadrants or HEXtiles as well as in the Wastes.

At the beginning of the Villain phase when it would appear, roll any die. If the result is odd, the Ravager appears in Shurax. If even, it appears in Domain.

Sands of Shurax Appearance: Resolve the Sands appearance by rolling a four-sided die to determine the Quadrant (1=A, 2=B, etc), then roll to determine the Ravager Node normally.

Domain Appearance: When the Ravager appears in Domain, if an Investigation is in play in either the Day or Night bar, the group will choose 1 Investigation in play to be the location where the Ravager appears. If an Investigation is not in play, it appears in the Wastes instead.

If you select an Investigation location, the Ravager appears over that location (in any orientation you choose). If the placement would be on a HEXtile not yet revealed, search for the map tile that contains the Investigation location and place it adjacent to the map in any location you'd like. Discard the revealed Investigation and refill the slot after.

Bosses:

The group may search for and face most SoS Bosses using the Random Boss mechanic. While on a Random Boss location, choose the Level Boss you're hoping to face (1-9), then roll the Moon die:

- On a result of a ⬡ through 3, face the next lower Level Boss you have not yet vanquished.
- On a result of 4 through 10, face the Boss you chose.
- On a result of 11 or 12, increase the Level of the chosen Boss by 1 and then roll the Moon die again, comparing the result for this new Level.

You may not face the Ravager using the Random Boss mechanic. After you vanquish a SoS Boss in a random location, place a Hex token on the Boss's lair if it has one and is revealed. If it is not, place a Hex token on the location when it is revealed.

Gear Upgrades:

Gear Upgrades must be unlocked for purchase via the rules in DoMN, by opening Crypts. If the group is in a City-State, they may School and Spar for **Gear Upgrades**, but may only gain **Gear Upgrades** up to the slot that has been unlocked. **Gear Upgrades** may be gained in other ways normally (through a reward for instance).

Game Difficulty:

Players gain the Game Difficulty benefits from both the DoMN and SoS.

The Map & Revealing new Map Tiles:

- The Wastes may connect with the other map pieces, but may not connect to the Dungeon.
- The heroes may choose to place HEXtiles, HOTtiles, or smaller map pieces when a new map tile must be revealed. If a HEXtile or HOTtile is chosen, draw one randomly from the stack.
- The Ravager may reveal new HOTtiles when appearing in the Wastes.

Game Locations:

Location	Augmented Content
City-State	**Any City-State:** Runes may be sold in City-States as if the location were a Village. **Phorora & Dria:** Runes may be Imparted as if the location were a Monastery of the group's choice. **Tarri & Nemsynet:** Runes may be Activated as if the location were a Crypt.
Village	No changes.
Caravansari	You may purchase items worth 4 Gold or less available in Villages here.
Monastery	No changes.
Oasis	No changes.
Crypt	No changes.
Dungeon Exits	The group may exit the Dungeon and appear on any revealed Caravansari.

Reputation:

- Villages have Neutral Reputation. The heroes do not get discounts from Reputation in these locations.
- Monasteries have Reputation that match the City-States that shares their number. For instance, Monastery 1 matches City-State 1 (Phorora), Monastery 4 matches City-State 4 (Nemysnet). The heroes gain discounts (and any other Reputation bonus) while in a Monastery that matches their Reputation.

Caravan Journeys:

- Each time the heroes embark on a Caravan Journey, randomly roll for a Caravan destination. Roll the Moon die and consult the table on the right.
- If the destination has become a Remnant or Desolate Village, reroll for the Caravan's destination.
- If you roll 3 times without an available destination, the Caravan does not have a destination. The Caravan Master must be Bribed to move to a location of your choice.

Random Caravan Destinations	
ⓡ	Choose any revealed Event location
2	City-State 1: Phorora
3	City-State 2: Dria
4	City-State 3: Tarri
5	City-State ⓡ: Nemsynet
6	Village 1: Sithrindell
7	Village 2: Alizien
8	Village 3: Dobrovizta
9	Village 4: Ryzeria
10	Village 5: Kastvarjna
11	Village 6: Rothlin
12	Village 7: Vigorna

Platinum Bonus:

Each time the heroes vanquish any Boss 💀, the group gains 1 Platinum along with their other rewards.

Villains:

The heroes may not target Mirza Noctis 💀 or The Ravager 💀 until they have increased the Game Difficulty to Moderate or higher. The Bosses will not target or initiate combat with the heroes until after the second Villain Event (see page 48).

Villain Game Events

When each of these events occur, alter the game as indicated below:

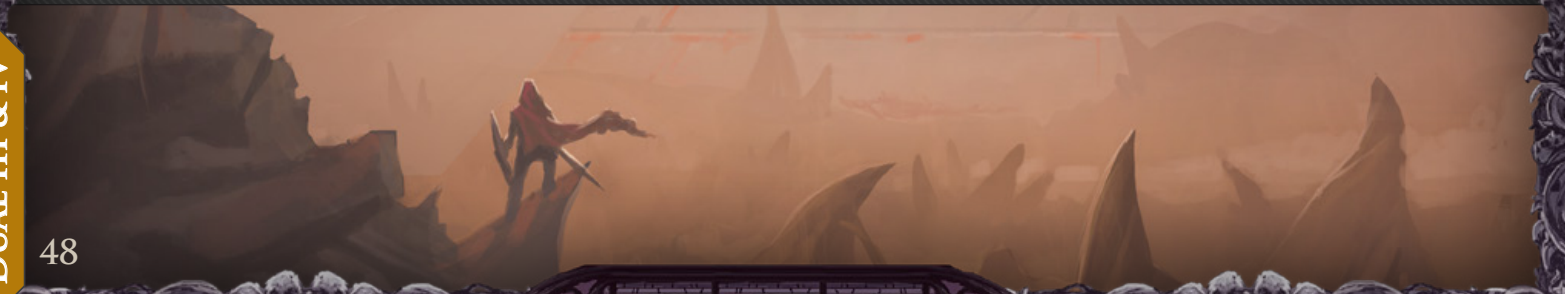
If the Ravager places 8 Remnants first: Act II begins. Place 3 Collectors in random Villages.

If Mirza Noctis's Blood Pool increases to 30 first: Randomly place 2 Remnants in the Wastes, revealing new HOTtiles if necessary.

When 12 Remnants are placed, or the Blood Pool increases to 60:
Place the HEXtile containing Mirza Noctis's fortress if it is not already in play. Mirza Noctis attempts to Blood Bind the Ravager. Roll the Moon die and add the number of Collectors on the board.

- If the result is greater than twice the number of Remnants on the board, Mirza Noctis Blood Binds the Ravager.
- If the result is equal to or lower, the Ravager recognizes Mirza Noctis's influence. During the next Villain phase, the Ravager destroys Noctis's Fortress.
- See the next page for the results.

If the heroes defeat either Villain before one of the above events: Draw 2 Power Up cards and give twice the bonus to each hero. The game is treated as though it has passed the second Villain event (see next page), with the Boss that has not been vanquished being the victor. Ignore any further effects that relate to combat with the vanquished Villain.



One Boss to Rule them all

When the second boss event occurs, check to see which of the two overcomes the other.

If the Ravager destroys Mirza Noctis's Fortress:

- Act III begins. The Blood Pool no longer may be modified by any effects.
- Do not roll for Mirza Noctis's action during the Villain phase.
- Place a Remnant on Mirza Noctis's castle. The heroes may no longer confront Noctis there. Every Game Turn during the Villain phase, one Collector die in play is removed from play and the location it covers is turned into a Desolate Village.
- Each Game Turn during the Villain phase after no Collector dice are on the board, Mirza Noctis **Teleports** to the heroes' location and intiates combat with them.
- If the heroes defeat Mirza Noctis, The Ravager arrives and initiates the final combat. **Healing** is not possible between battles. The Ravager's attacks and Conditions deal 1 extra damage.

If Mirza Noctis binds the Ravager:

- Act III begins. Mirza Noctis's whereabouts are unknown. He cannot be found in his fortress.
- The Blood Lord commands the Ravager to destroy the earth.
- If the heroes share the Ravager's space, or if the Blood Pool increases to 100, face The Ravager in combat during the Villain phase.
    - If the heroes defeat The Ravager, Mirza Noctis arrives and initiates the final combat. **Healing** is not possible between battles. Mirza Noctis's attacks and Conditions deal 1 extra damage.

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